

J. W. GOODMAN'S SONS, BILLIARD AND POOL TABLES

Boston Office:

LEAVITT & YATTER,
263 Washington Street,
16 City Hall Avenue,
Boston, Mass.

ATHOL, MASS.

Telephone
Connection.

*THE HENRY FRANCIS du PONT
WINTERTHUR MUSEUM
LIBRARIES*

5



CORNER OF OFFICE AND SALESROOM.

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PRESS OF
EASTERN PRINTING AND ENGRAVING CO.
39 OLIVER ST., BOSTON.

INTRODUCTION.

A lot of our customers and patrons are often asked by their friends, "Who are J. W. Goodman's Sons, the Billiard and Pool Table Manufacturers?"

We wish to state that the late J. W. Goodman started the manufacture of Billiard Table Frames and Wood-work and Piano Legs in 1845. Since then they have turned out over 600 tables annually, at wholesale, to the trade all over the United States and Canada.

After Mr. Goodman's death, in 1893, his sons became managers and sole owners of the factory and of his entire business in Athol, Mass., and having so many inquiries for tables from consumers they dropped their wholesale customers in New England and have taken care of the retail trade themselves, still selling goods at wholesale outside of New England.

Their retail trade increased so that they were compelled to open an office in the eastern part of the state, so made arrangements with Messrs. Leavitt & Yatter of 16 City Hall Avenue or 263 Washington St., Boston, Mass.

One reason for selling direct to the trade is that so many unscrupulous firms sell goods on others' reputation and do not do justice to the manufacturer,

so we took the matter in hand ourselves so the public at large would be fairly dealt with by selling strictly honest goods and standing behind same.

Our two years of business in Boston have been so successful that we are compelled to send out this catalogue, the first one ever issued since the firm started, as our patrons want something to give to their friends and to keep for reference.

We have at 16 City Hall Avenue, running from School Street through to Young's Hotel to Court Street, a large ware-room and work-shop, besides the largest and most complete billiard room in New England (of fourteen tables), where our customers can try our tables, examine same, and see them either in use or in pieces before they are put together.

We also carry a full line of merchandise of every description. Orders by mail or express promptly attended to.

Hoping this catalogue may be found interesting and complete, and soliciting the continuance of your patronage, we beg to remain

Faithfully yours,

J. W. GOODMAN'S SONS.

HOW TO ORDER GOODS.

All shipments delivered free on board cars at Athol or Boston.

As all Express Companies charge for return of money, you will save unnecessary expense by remitting the amount with your order.

When sending orders please forward money by Check, Registered letter, Post-office money order, or Draft.

Please state plainly your name and address, street and number, State and County, and whether you wish your goods to be shipped by Freight or Express. If you have no preference, and leave it to us, you may rely on receiving your goods by the cheapest mode of transportation, which, from our large experience in shipping, we are well qualified to select.

BILLIARD CLOTH.

Lovers of Billiards who have had any considerable experience on the "field of the cloth of green," know that even with cues and balls of the best, A GOOD CLOTH is something most especially to be desired when playing billiards for the sake of billiards, and not merely to pass away time.

THE BEST BILLIARD CLOTH MANUFACTURED IN THE WORLD

—the Cloth which has been tested during a period of FORTY YEARS, and not found wanting; whose uniformity of texture and finish, permanency of color, firmness and durability, are unequalled and not to be approached—the Cloth *par excellence*, whose every quality warrants its justly deserved reputation—is that manufactured by *Simonis*, Belgium; this statement is not questioned.

RETAIL PRICES SIMONIS' CLOTH BED AND CUSHION.

Normal Size.	Exact Size of Bed.		First Quality.	Second Quality.	Third Quality.	Fourth Quality.
5 x 10	5 x 9.8	For Bed	\$19 25	\$16 00	\$13 50	\$11 75
		For Cushion	4 75	4 00	3 50	3 00
		For Both	24 00	20 00	17 00	14 75
4½ x 9	4.9 x 8.8	For Bed	\$15 75	\$12 75	\$10 75	\$9 25
		For Cushion	4 50	3 75	3 25	2 75
		For Both	20 25	16 50	14 00	12 00
4 x 8	4.2 x 8	For Bed	\$13 75	\$11 00	\$9 50	\$8 00
		For Cushion	4 25	3 50	3 00	2 50
		For Both	18 00	14 50	12 50	10 50

In ordering, send us the exact measurement of the table (both length and width) from where the cloth joins the wood on top of the cushions; state if you want cloth for bed, or for cushions, or for both. This is essential, as there are so many different sizes, and the size of the bed of a table does not correspond with its nominal measurement.

IVORY BILLIARD AND POOL BALLS.

OUR OWN IMPORTATION OF ELEPHANT TUSKS, TURNED BY US. 

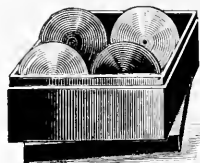


We are using nothing but the superior Zanzibar soft ivory, the only tusk suitable for Billiard Balls.

Write for prices as the market is constantly changing.

HYATT PATENT BILLIARD BALLS.

We beg to call the attention of users of Billiard and Pool Tables to the advisability of using Hyatt Billiard and Pool Balls exclusively. By so doing you are freed from annoyance and expense of having to exchange broken balls, as the balls now made by the Hyatt Company do not break and numbers do not come out. Customers are better satisfied with their tables if they are supplied with these balls, as their elasticity, appearance and general playing qualities are far in advance of all other makes. We offer these balls at the following prices :



PRICE LIST HYATT PATENT BILLIARD BALLS.

FIRST QUALITY.

2 1-2 inch per set of 4 Balls	.	.	\$12.00	2 5-16 inch per set of 4 Balls	.	.	\$9.00
2 3-16 inch per set of 4 Balls	.	.	11.00	2 1-4 inch per set of 4 Balls	.	.	8.00
2 3-8 inch per set of 4 Balls	.	.	10.00				

XX QUALITY.

2 1-2 inch per set of 4 Balls . . .	\$10.00	2 5-16 inch per set of 4 Balls . . .	\$7.00
2 7-16 inch per set of 4 Balls . . .	9.00	2 1-4 inch per set of 4 Balls . . .	6.00
2 3-8 inch per set of 4 balls . . .	8.00		

Hyatt Patent Billiard Balls are in solid colors, never need recoloring. Guaranteed for three years.

HYATT PATENT XX SOLID STRIPED POOL BALLS.

2 1-4 inch, per set 16 Balls, standard size	\$20.00
2 5-16 inch, per set 16 Balls	25.00

OOO SOLID STRIPE.

2 1-4 inch, per set 16 Balls, standard size	\$18.00
2 5-16 inch, per set 16 Balls	22.00

These balls are furnished in solid color, fancy stripes, with solid inlaid numbers. Never need recoloring.

STAR POOL BALLS.

2 1-4 inch, per set 16 Balls, standard size	\$15.00
2 5-16 inch, per set 16 Balls	18.00

These balls are furnished in solid red color, with white inlaid spots and red inlaid numbers, or plain solid red. Never need recoloring; both numbers and colors are permanent.

AGATE POOL BALLS.

2 1-4 inch, per set of 16 Balls, standard size	\$12.00
2 5-16 inch, per set of 16 "	15.00

These balls are furnished variegated, solid colors and solid inlaid numbers. Never need recoloring.

OOOO SOLID STRIPE POOL BALLS.

2 1-4 inch, per set of 16 Balls, standard size	\$12.00
2 5-16 inch, per set of 16 Balls	15.00

These balls are furnished in solid colored fancy stripes, with engraved numbers, in solid red color with white inlaid spots and engraved numbers.

Never need recoloring. Both numbers and color are permanent.

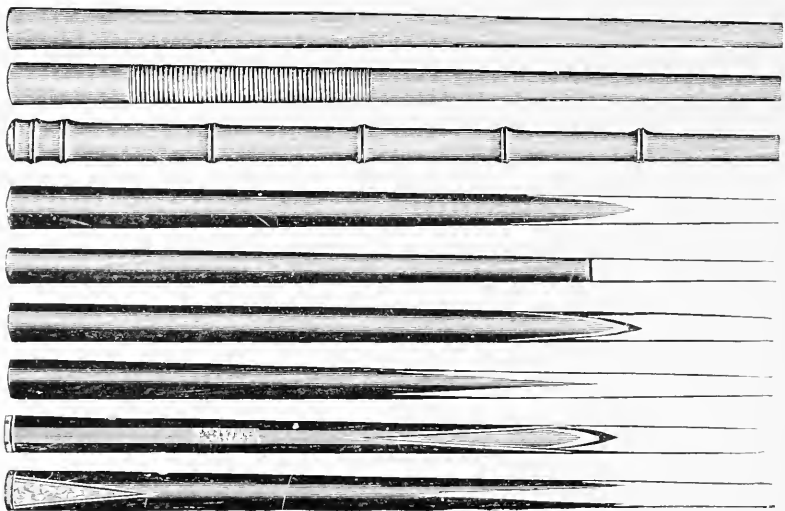
XXXX POOL BALLS.

2 1-4 inch, per set of 16 Balls, standard size, fancy stripe	\$9.00
2 1-4 inch, per set of 16 Balls, standard size, solid red	9.00

These Balls are furnished in surface colors, striped and numbered a plain solid red. Colors guaranteed for two years.

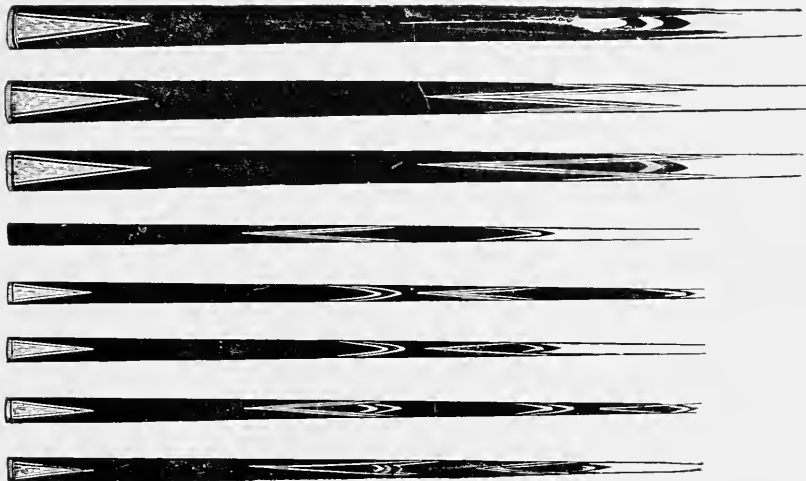
TURNING, NUMBERING AND COLORING BALLS.

Ivory Billiard Balls, coloring Single Ball,	\$.25
Ivory Billiard Balls, turning Single Ball,25
Ivory Billiard Balls, turning and coloring, per set (4)	1.00
Composition Pool Balls, turned and colored,	4.00
Ivory Pool Balls—Coloring, plain red, without numbers, per set.	5.00
Ivory Pool Balls—Coloring, plain red, with numbers, per set,	6.00
Ivory Pool Balls—Coloring, fancy,	6.00
If Balls require turning, add to above prices, per set,	1.00



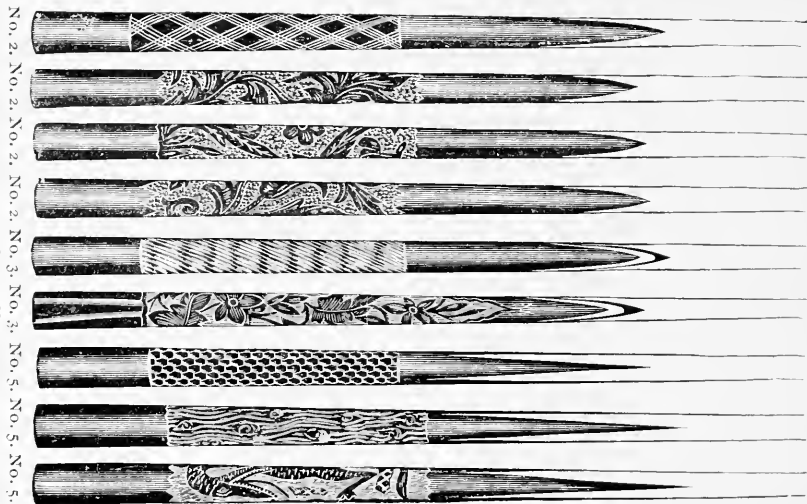
Maple, Maple Im'l, No. 2, No. 2½, No. 3, No. 5, No. 6, No. 7,
b'dd. b'umboo.

See pages 38 to 41.



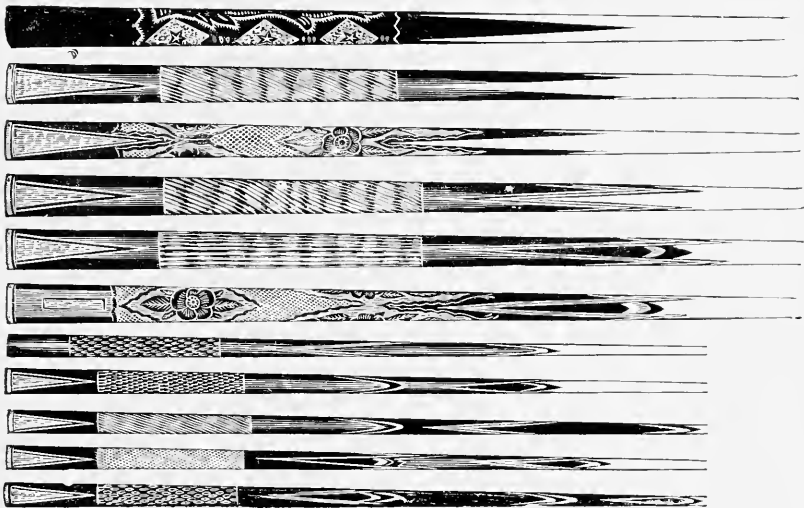
No. 7½, No. 15, No. 16, No. 8, No. 12, No. 17, No. 18, No. 19.

See pages 38 to 41.



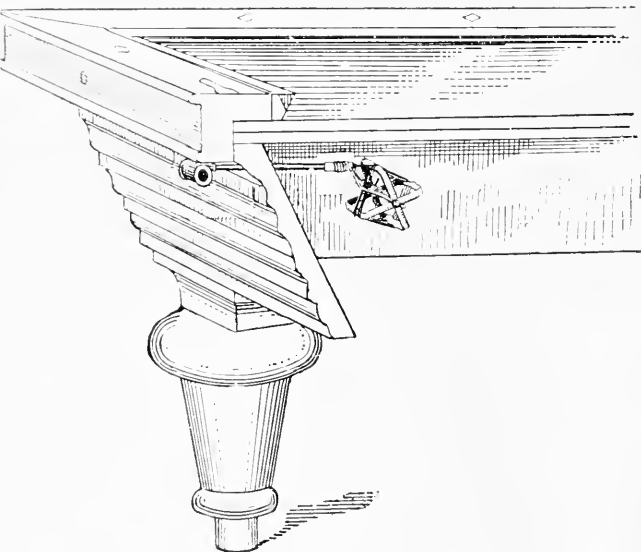
Engraved Handles.

See pages 38 to 41.

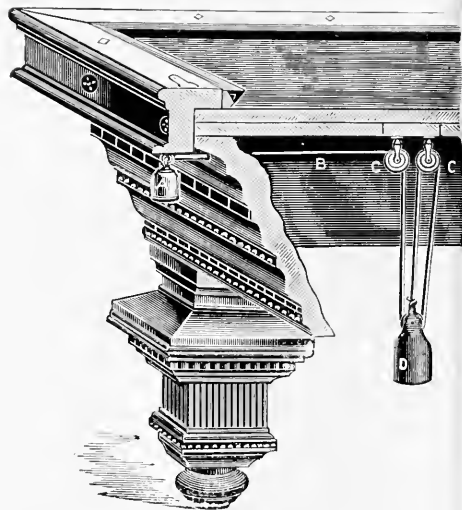


No. 5. No. 7. No. 7. 15. No. 16. No. 16. 8. 17. 12. 19. 18.
 Eng. h. 1. Eng. h. 1. K. Eng. h. N. M. L. P. N.

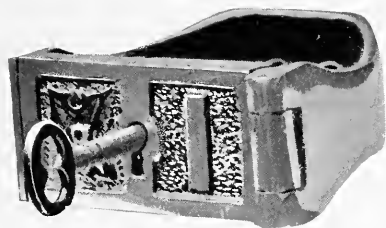
See pages 38 to 41.



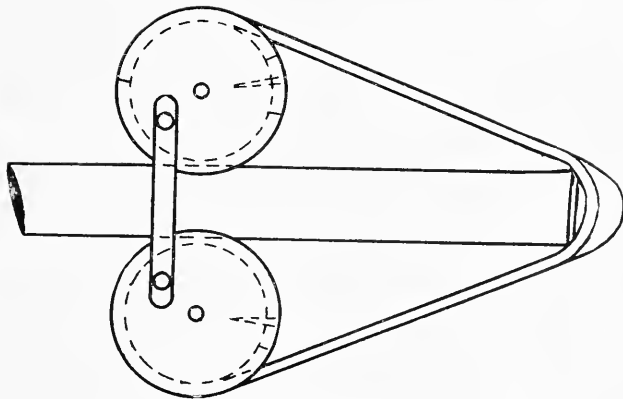
The Williams Chalk Holder, . . . \$0.75



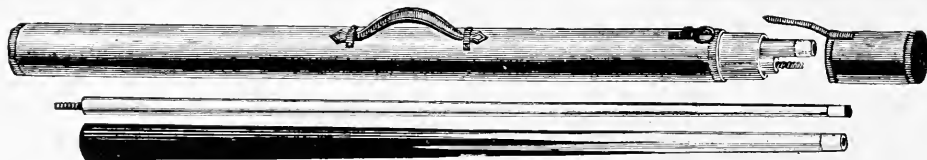
The Hart Chalk Holder . . . \$0.75



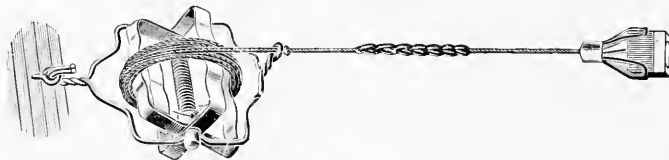
Individual Cue Lock.
Price \$1.25.



Leavitt Cue Clamp.
25 cents.



Jointed Cue and Case; write for Prices.



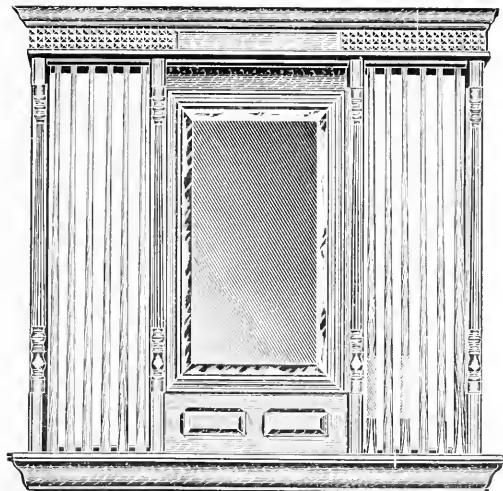
Williams Ceiling Chalk Holder, 75 cents.



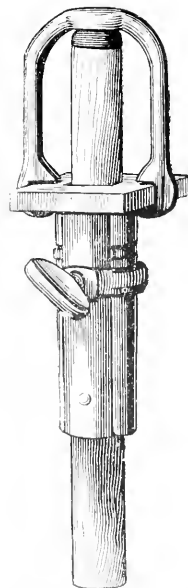
Universal Cue Clamp, 25 cents.



New York Cue Cutter,
Price, \$1.50.

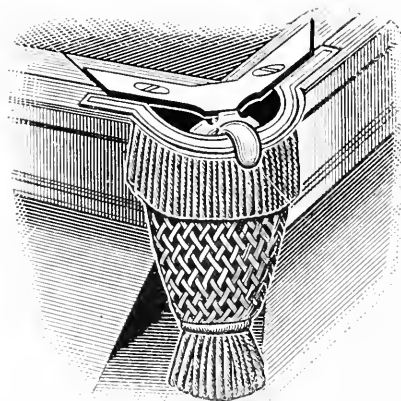


Private Cue Rack With Mirror.
Write For Prices.



New York Cue Clamp
Price, \$0.25.

NO. 1 PATENT ADJUSTABLE CAROM BLOCKS.



These Carom Blocks or Plugs can be put on any pool table in a moment and change it into a Carom or Billiard Table when once fitted. When wanted off, can be removed in a moment. Are handsomely nickel plated and beautifully finished. When in use are an ornament, and any one having a pool table can have a combination table as well, at little expense.

Price per set, for six pockets, \$15.00

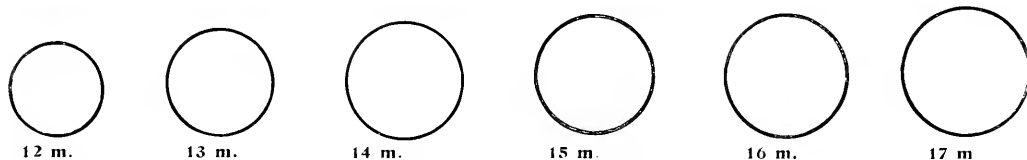
T. Cue Cutter	\$1.50
New York Cue Cutter	\$1.00



CUE TIPS.

We handle only the very best grade of HAND MADE imported French Cue Tips.

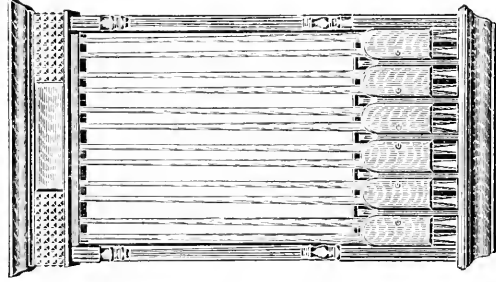
SHOWING HEIGHT OF TIPS.



SHOWING DIAMETER OF TIPS.

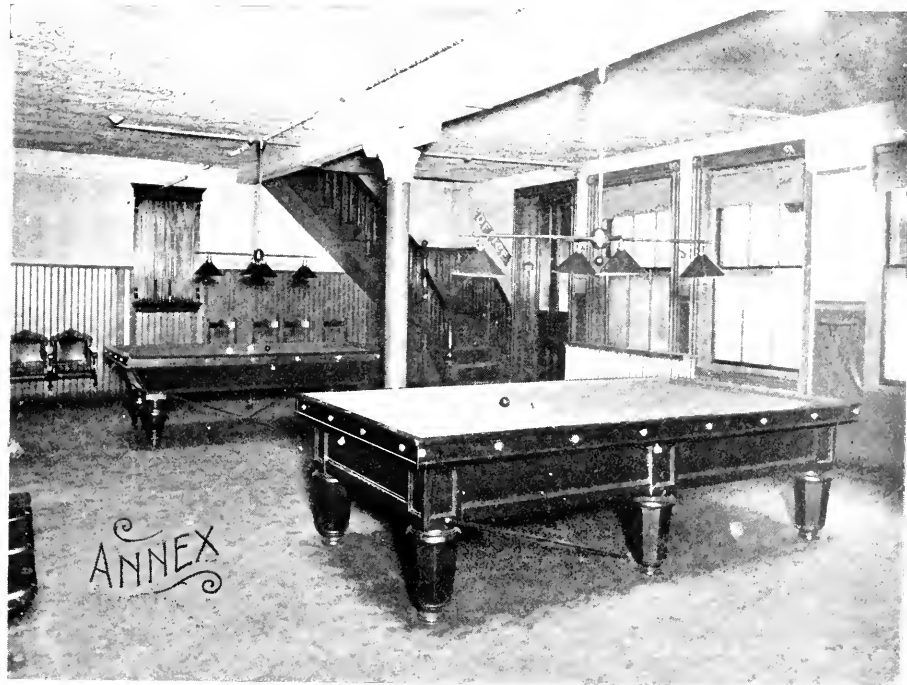
These are exact size. In ordering tips give No. of height required and size of diameter, such as No. 1 height and 15 in size, etc.

No.	100 in a box.	No.	100 in a box.
5 Quality, assorted sizes, large or small	\$0.75	2 Quality, assorted sizes, large or small	\$1.00
4 " " " "	.75	1 " " " "	1.50
3 " " " "	.75		
Professional A Quality, extra thick, round top, medium and small size, 100 in a box			
" " " " square, " " " " 100 "			
Our Perfection Cue Tipping Glue, per bottle			
			.25



NO. 2 PRIVATE RACK.

This rack is usually made of quartered oak, finished in the natural color; holds one dozen cues; and is as attractive and neat a cue rack as is made. For shipment they knock down, and take very little space.



THE REASON OUR TABLES EXCEL.

One great reason why our Billiard and Pool Tables excel other makes of tables is that we have at our factory large, dry kilns where the lumber is put in to thoroughly season for at least 6 months where the temperature is from 150 to 200 degrees all the time, to assure it to be thoroughly dry. Then it is taken out and made into Tables, Legs, Rails, Cue and Ball Racks, etc. All of our Tables are made of the best White-Quartered Oak, Mahogany, Cherry or any wood desired. We do not use any cheap lumber in our factory, so the table always stands firm and gives satisfactory tests. Our Cushion Rails are made of hard Ash, veneered same as body of table and the cushion balls can not sink in as in soft wood. This is one feature about our tables that is far superior to many other makers'.

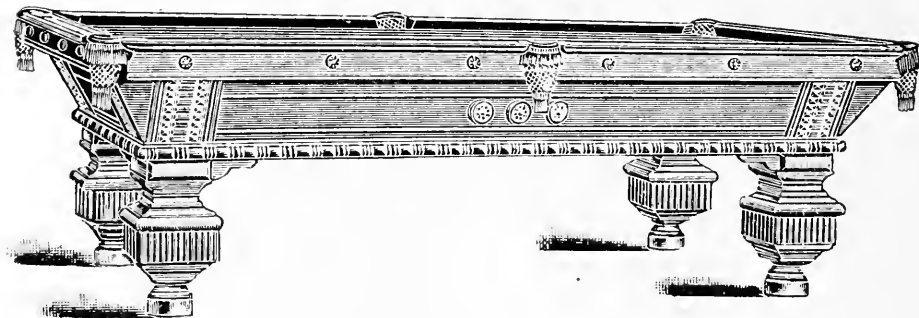
We buy the best Green Slate direct from quarries in car-load lots, and have it got out special thickness, always even and smooth, never using imperfect slabs. All new tables are fitted with three piece Beds which are far superior to four piece Beds, as there are less joints, thereby giving a smoother surface, making a prettier

running table. The nuts that the Cushion Rail Bolts screw into, to hold the rail to the table, are set in the slate with lead which never raises, as where plaster is used instead of lead, there is more or less trouble with the plaster raising up in case the player sits on rail of table. Then the cloth has to be taken off and replastered, which is an expense and annoyance.

Most of our tables are made in Oak, but can be constructed of any kind of wood desired. We finish our tables any shade that is required to match room, when requested.

The top of our cushion rails or caps are veneered in Rosewood with Ivory sites set in on top. This style of rail never gets soiled or dirty as in plain Oak, and cigar burns do not show. All our tables are equipped this way unless otherwise ordered.

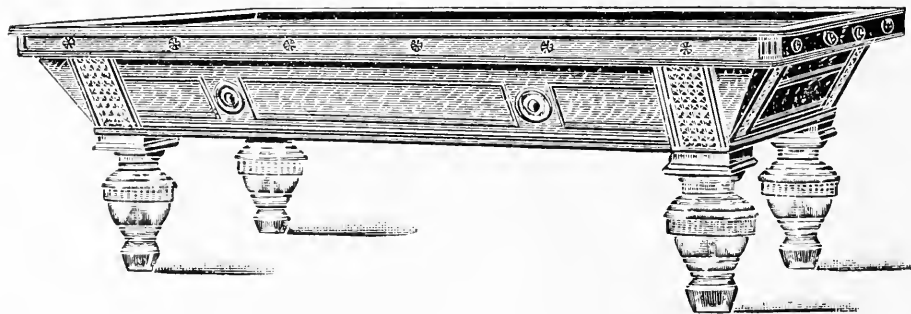
We make a specialty of Private Houses and Club trade, getting out new designs of tables, racks, etc., to suit purchasers.



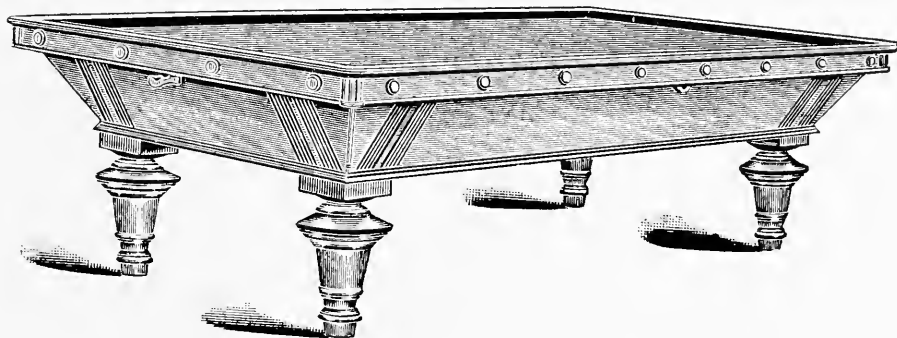
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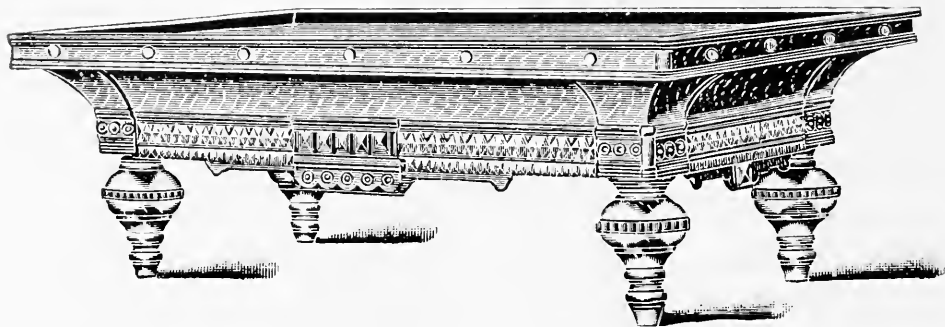
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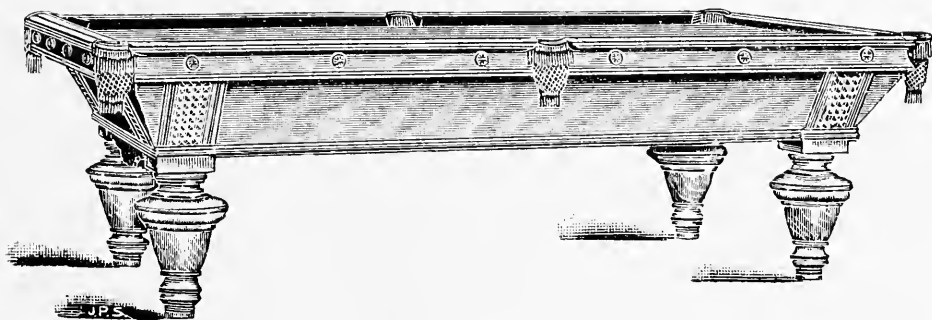
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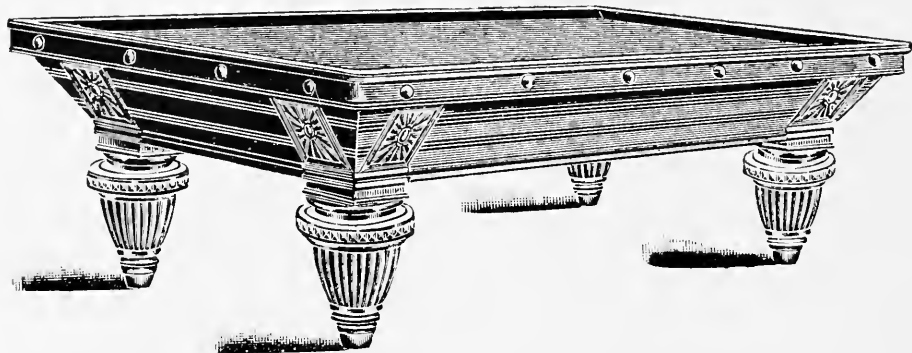
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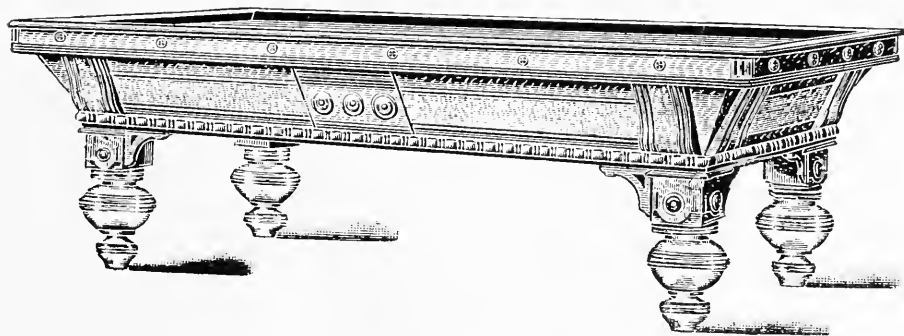
No. 35.



No. 27.



No. 20.



No. 38.

CUSHIONS.

The Yatter Perfection Cushion has been on the market long enough to demonstrate its superiority over any and every other billiard table cushion where-soever and by whomsoever made. There is hardly a room-keeper in America who has not had the same painful experience with cushions, which, while lively enough when new, lose at least forty per cent. of their speed within a period of two months. Letters of complaint were of no avail, the unhappy room-keeper being informed that the trouble was undoubtedly due to the excessive dampness of his room, and he was solemnly advised to keep the windows closed on rainy days. No such experience is possible to any one using the Yatter Perfection Cushion, which combines both speed and endurance. The rubber of which this cushion is made is treated in a novel and scientific manner, which compasses its object without subjecting the raw material to a high degree of heat in the process of vulcanizing. In this way the vitality of the rubber is not impaired, and the cushions made from it retain their elasticity not only for months but for years. We can furnish these cushions, put on to any set of rails, if sent to us. Satisfaction guaranteed. Price, \$35.00.

SPACE REQUIRED FOR TABLE.

SIZE OF TABLE.

SIZE OF ROOM.

5 x 10	15 x 20.
4 $\frac{1}{2}$ x 9	Standard Size.	14 $\frac{1}{2}$ x 19.
4 x 8	13 x 17.

ARTICLES COMPOSING THE OUTFIT FOR A TABLE.

Billiard Table Outfit Consists of

One Cue Rack,
One Dozen Chalks,
Wire and Hook,
Cloth,

One Dozen Cues,
Four Bridge Hooks,
Four Chalk Cups,
One Set Rules of the Game,

Four Ivory Billiard Balls,
One Set of Markers,
Two Bridges,
Rubber Cover.

Pool Table Outfit Consists of

One Cue Rack,
One Bottle,
One Triangle,
Twelve Cues,
Cloth,

One Ball Rack,
Sixteen Small Balls,
One Dozen Chalks,
Two Bridges,

Sixteen Composition Pool Balls,
One Set Rules,
Four Chalk Cups,
Four Bridge Hooks,
Rubber Cover.

No. 1.

Plain Maple Cues.

Polished Maple Cues.

Polished Maple Cues, with Turned Beaded Butt.

Polished Maple Cues, Hammered Butt.

Polished Maple Cues, Corded Butt.

Polished Maple Cues, Fluted Butt.

Imitation Bamboo Cues.

FANCY CUES No. 2.

8—Fine Finished Butts of Solid Imported
Fancy Wood, One Jointed Butt, without
veneers.

9—A. One Jointed Turned Beaded Butt.

10—B. One Jointed Hammered Butt.

11—C. One Jointed Corded Butt.

For the following styles and designs see cuts.

12—F. One Jointed Butt.

13—H. One Jointed Butt.

14—K. One Jointed Butt.

15—L. One Jointed Butt.

16—M. One Jointed Butt.

17—N. One Jointed Butt.

18—O. One Jointed Butt.

19—P. One Jointed Butt.

FANCY CUES No. 2½.

20—Fine Finished Butts of Solid Imported Fancy
Wood, 1 Jointed Butt without veneers.

21—A. One Jointed Turned Beaded Butt.

22—B. One Jointed Hammered Butt.

23—C. One Jointed Corded Butt.

For the following styles and designs see cuts.

24—F. One Jointed Butt.

25—H. One Jointed Butt.

26—K. One Jointed Butt.

27—L. One Jointed Butt.

28—M. One Jointed Butt.

29—N. One Jointed Butt.

30—O. One Jointed Butt.

31—P. One Jointed Butt.

FANCY CUES No. 3.

32—One Jointed Butt, with veneers.

33—A. One Jointed Butt, with T'n'd B'd B't.

34—B. One Jointed Hammered Butt.

35—C. One Jointed Corded Butt.

For the following styles and designs see cuts.

36—F. One Jointed Butt.

37—H. One Jointed Butt.

38—K. One Jointed Butt.

39—L. One Jointed Butt.

40—M. One Jointed Butt.

41—N. One Jointed Butt.

42—O. One Jointed Butt.

43—P. One Jointed Butt.

FANCY CUES No. 5.

- 44— Four Prong One Joint Butt.
 45—A. " " Turned Beaded Butt.
 46—B. " " Hammered Butt.
 47—C. " " Corded Butt.

For the following styles and designs see cuts.

- 48—F. Four Prong. 52—M. Four Prong.
 49—H. " " 53—N. " "
 50—K. " " 54—O. " "
 51—L. " " 55—P. " "

FANCY CUES No. 7.

- 56—4 Prong Joint, has ivory butt plate and triangular name plate inl'd with veneer.
 57—A. Four Prong. 63—L. Four Prong.
 58—B. " " 64—M. " "
 59—C. " " 65—N. " "
 60—F. " " 66—O. " "
 61—H. " " 67—P. " "
 62—K. " "

FANCY CUES No. 7½.

- 68— Four Prong Jointed, with veneer.
 69—A. " " Turned Beaded.
 70—B. " " Hammered.
 71—C. " " Corded.

For the following styles and designs see cuts.

- 72—K. Four Prong. 75—N. Four Prong.
 73—L. " " 76—O. " "
 74—M. " " 77—P. " "

FANCY CUES No. 8.

Two Joints, with veneer.

- 78—B. Two Joints, Hammered Butt.
 79—C. " " Corded Butt.

For the following styles and designs see cuts.

- 80—K. Two Joints. 83—N. Two Joints.
 81—L. " " 84—O. " "
 82—M. " " 85—P. " "

FANCY CUES No. 12.

86—Three Joints, with Veneer.

87— “ “ “ “ and Name Plate.

88— “ “ “ “ Butt Plate and
Triangular Name Plate, inlaid with Veneer.

89—Hammered Butt.

For the following styles and designs see cuts.

90—K. 93—N.

91—L. 94—O.

92—M. 95—P.

FANCY CUES No. 15.

96— Four Prong, Jointed with Veneer.

97—A. “ “ Turned Beaded.

98—B. “ “ Hammered.

99—C. “ “ Corded.

For the following styles and designs see cuts.

100—K. Four Prong. 104—N. Four Prong.

102—L. “ “ 105—O. “ “

103—M. “ “ 106—P. “ “

FANCY CUES No. 16.

107— Four Prong, with Veneers in the joint
and four sides.

108—B. Four Prong, Hammered.

109—C. “ “ Corded.

For the following styles and designs see cuts.

110—K. Four Prong. 113—N. Four Prong.

111—L. “ “ 114—O. “ “

112—M. “ “ 115—P. “ “

FANCY CUES No. 17.

116—Double Jointed, with Veneers, in every
joint on four sides.

117—B. Double Jointed, with Veneers, in every
joint on four sides, hammered.

118—C. Double Jointed, with Veneers in every
joint on four sides, corded.

For the following styles and designs see cuts.

119—K. 122—N.

120—L. 123—O.

121—M. 124—P.

FANCY CUES No. 18.

- 125— Three Jointed, with Veneers in every joint on four sides.
- 126—B. Three Jointed, with Veneers in every joint on four sides, hammered.
- 127—C. Three Jointed, with Veneers in every joint on four sides, corded.

For the following styles and designs see cuts.

- | | |
|--------|--------|
| 128—K. | 131—N. |
| 129—L. | 132—O. |
| 130—M. | 133—P. |

FANCY CUES No. 19.

For the following styles and designs see cuts.

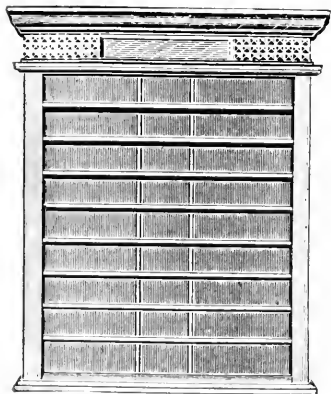
- | | |
|--------------|--------|
| 134—. | 138—M. |
| 135—Hammond. | 139—N. |
| 136—K. | 140—O. |
| 137—L. | 141—P. |

FANCY CUES No. 6.

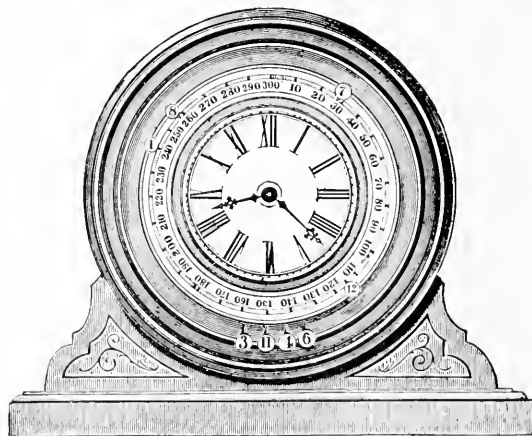
242—.

Cues Jointed with Ivory Joint and Ivory Point.
 Each Extra Shaft and Ivory Point.
 Ivory Cue Point attached to Cue.
 Ivory Tip, Portable Screw Top.
 Ivory or Pearl Name-Plate, engraved with name.

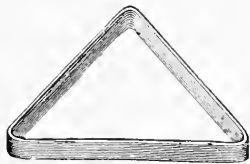
WRITE FOR PRICES.



Racks, pool, \$4.50 to \$6.00.



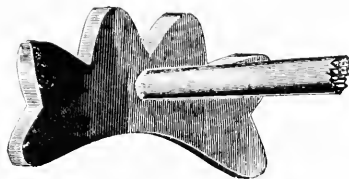
Clocks, time and price register.



Triangles, 75c and \$2.



Bottles, leather.
50c. and 75c.



Bridges, each, 35c.

PRICE LIST OF SUPPLIES.

ALPHABETICALLY ARRANGED.

Altering Carom Table to Pool, including			
Pockets and Pocket Irons	\$25.00		
Balls—Small shake. Composition, 16 to			
set,			
Bottles, leather,50 & .75		
Bridges, each,35		
Bridge hooks, each,10		
Brushes,	\$1.00, 2.50 and 3.00		
Bolts—cushion, re-plated, per set,	1.50		
Chalk, Blue, per dozen,25		
Chalk, French, per gross,50		
Chalk, French, per dozen,10		
Chalk Cups, per set,	1 00		
Clocks, time and price register,			
Covers. Rubber20		
Court Plaster, green, per box,25		
Cues, see pages 14 to 17.			
Cue Cutters,	1.00		
Cues, tipped each,10		
Cutting down table, to any size,	\$40.00		
Cutting down Table, to any size and			
beveling,	60.00		
Glue—tip, gill cans,25		
Maces, each,75		
Markers,	2.00		
Pins, per set,75		
Pocket Nettings, worsted, per set,	2.00		
Pocket Fringe, per set,50		
Pocket Leathers, red, per set,50		
Pockets, made of leather, per set,	3.00		
Pocket Irons,75		
Pocket Irons recovered,25		
Pocket Irons replated, per set,	2.00		
Racks, cue,	6.00 to 8.00		
Racks, pool,	4.50 to 6.00		
Spinks, green, per doz.25		
Racks, private cue, 12 locks	20.00		
Triangles75 and 2.00		

RULES

FOR

THE GAMES OF BILLIARDS AND POOL.

THREE-BALL CAROM GAME.

The Three-ball Carom Game is (as the name indicates) played with three balls, two white and one red. The billiard table has *three* spots in a line dividing the table lengthwise, running from the centre of the head cushion to the centre of the foot cushion. One of these spots, cutting the line in two equal parts, is called the centre spot, and the other two are situated half way between the centre spot and the head and foot cushions.

The spot at the head of the table is called the white spot, and the one at the foot of the table the red spot. The centre spot is only used when a ball forced off the table finds both red and white spots occupied. Therefore, should the white ball when forced off the table have its spot occupied, it would be placed on the red spot, or on the white spot if it be the red ball that is forced off the table.

In beginning the game the red ball and one white are placed on the respective spots; the other white remains in hand, and is placed near the white spot previous to the opening stroke of the game.

A player can take any position within six inches of the white spots, but he must strike the red ball first before a count can be effected.

In playing the game the following Rules should be observed:

The game is begun by STRINGING for lead, the player who brings his ball nearest the cushion at the head of the table winning the choice of balls, and the right to play first, provided the player's ball in stringing has not touched any other ball on the table. Should the player FAIL, TO COUNT, his opponent makes the next play, aiming at will at either ball on the table.

A CAROM consists in hitting both object-balls with the cue-ball in a fair and unobjectionable way. Each will count one for the player. A penalty of one shall also be counted against the player for every miss occurring during the game.

A BALL, FORCED OFF the table is put back on its proper spot. Should the player's ball jump off the table after counting, the count is good; the ball is spotted, and the player plays from the spot.

If, in playing a shot, the CUE is NOT WITHDRAWN from the cue-ball before the cue-ball comes in contact with the object-ball it is a push, the shot is foul, the player loses his count, and his hand is out.

If the balls are DISTURBED ACCIDENTALLY, through the medium of any agency other than the player himself, they must be replaced by the referee, and the player allowed to proceed.

If, in the act of playing, the PLAYER DISTURBS any BALL other than his own, he cannot make a counting stroke, and is a foul. Should he disturb a ball after having played successfully, he loses his count on that shot, his hand is out, and the ball so disturbed is by the referee placed back as nearly as possible in the position which it formerly occupied on the table, the other balls remaining where they stop.

Should a player TOUCH his own BALL with the cue, or otherwise, PREVIOUS TO PLAYING, it is foul, and the player cannot play for safety. It sometimes happens that

the player, after having touched his ball, gives a second stroke; then the balls remain where they stop, or are by the referee replaced as nearly as possible in their former positions, at the option of the opponent.

When the CUE-BALL is very NEAR ANOTHER, the player shall not play without warning his adversary that they do not touch, and giving him sufficient time to satisfy himself on that point.

Playing with the WRONG BALL is a foul. However, should the player using the wrong ball play more than one shot with it, he shall be entitled to his score just as if he had played with his own ball. As soon as his hand is out, the white balls must change places, and the game proceed as usual.

In match games the CROTCH is barred. The object-balls shall be considered crotched whenever the centres of both lie within a $4\frac{1}{2}$ inch square at either corner of the table. When the object-balls are so within said square, three counts only will be allowed, except one of the object-balls, or both, be forced out of it. In case of failure by the player his hand is out, and the next player goes on to play with the balls in position as left by the last player.

In this game no player is allowed to WITHDRAW before the game is out; by so doing he forfeits the game. The decision of the referee is final but it might happen under extraordinary circumstances, that one of the players should believe his rights to have been violated by the referee; in such a case he must declare the subject of his grievance, and announce that he is playing the game out under protest. Then, should he lose the game, the subject of the grievance is left to the decision of experts mutually agreed upon.

OTHER FOUL STROKES ARE:

If, in the act of striking, he has not at least one FOOT *touching* the FLOOR.

If the player touches the cue-ball more than once in any way, or HINDERS or ACCELERATES it in any other way than by a legitimate stroke of the cue; or if during a stroke or after it,

he in any way touches, hinders or accelerates an object-ball except by the one stroke of the cue-ball to which he is entitled.

AS TOUCHING any BALL *in any way* is a stroke, a second touch is a foul.

Should a ball that has once come to a standstill MOVE WITHOUT APPARENT CAUSE, while the player is preparing to strike it, it shall be replaced. Should it move before he can check his stroke, it and all other balls set in motion by that stroke shall be replaced, and the player shall repeat his shot, inasmuch as but for the moving of the ball, he might have counted where he missed, or missed where he counted.

It is a foul if the striker plays directly at any ball with which his own is in FIXED CONTACT, and the striker must in this instance play from balls spotted, as in the opening stroke of the game.

It is a foul to place marks of any kind UPON the CLOTH or cushions as a guide to play; also foul to PRACTICE the banking shot for the lead off upon the plea of testing the balls, which until the moment of banking shall never be hit with a cue, and after banking shall not again be hit with a cue until the opening stroke is made; and it is also foul if the striker, in making a shot, is ASSISTED by any OTHER PERSON in any way, save by being handed the bridge, long cue, having the gas fixture moved and held aside, etc., by the marker or referee, after he has requested either to do so.

It is a foul against the non-striker, and the striker cannot make a count on the ensuing shot, if a ball in play is LIFTED FROM the TABLE, except it be unavoidable in those cases in which it is provided that, because of foul or irregular strokes, the balls shall be transposed or replaced.

In order to restrict deliberate PLAYING FOR SAFETY, it shall be optional with the non-striker, if his opponent makes a miss in each one of three successive innings, to accept the third miss or reject it, and force his antagonist to hit at least one object-ball; and for this purpose that antagonist's ball shall be replaced by the referee. Should two balls be hit by this stroke, there shall be no count.

WHEN PLAYED AS A FOUR-HANDED MATCH.

In a four-handed match—two playing in partnership against two—the foregoing rules must be substantially observed, with the following additions:

In this double match the player's partner is at liberty to warn him against playing with the wrong ball, but he must not give him any advice as to the most advantageous mode of play, etc., except it has been otherwise agreed before the opening of the game.

BALK LINE GAME.

The bed of the table for this game should be divided into nine sections, by four lines drawn parallel to, and 8 or 14 inches from the cushions running clear across the table. The game is played like, and the regular rules for the three-ball game applied, except—

Should the striker's and an object ball be FROZEN, he may if he prefers play in that position without spotting, provided he does not play directly against the frozen object-ball.

Should both object-balls be WITHIN one of the eight spaces made by the BALK LINES and the cushion, and then two caroms be made in succession without making either object-ball cross one of the lines, then the second carom does not count and the player loses his inning.

A ball on the line is considered within it.

The anchor shot may be barred by a rectangular balk, drawn around the intersection of the lines and the cushion.

CUSHION CAROMS.

In this game CAROMS COUNT only when the player's ball goes to a cushion before hitting the second object ball.

If the player's ball is "FROZEN" to the cushion, in order to make the cushion a factor in the carom, the ball must be played against the cushion and made to rebound from it.

A DOUBTFUL cushion carom should be decided against the striker.

When the CUE-BALL is in CONTACT with either or both of the object-balls, it shall be optional with the player to spot the balls and play as at the opening of the game, or to play away from the ball or balls with which it is in contact, and count from a cushion.

THREE CUSHION CAROM.

In this game it is necessary for the player's ball to hit three cushions at least, or a cushion three times to MAKE A CAROM.

A CUSHION cannot be counted as one of those necessary to a carom by playing against it, the striker's ball being FROZEN to it.

BANK-SHOT GAME.

In playing the BANK-SHOT GAME it is necessary that the cue-ball hits the cushion before it hits an object-ball. This rule applies to LEADING OFF as well as later shots.

A CUSHION cannot be counted as one of those necessary to a carom by playing against it, the striker's ball being FROZEN to it.

The cue and OBJECT-BALLS being FROZEN, the striker must play with them as he finds them.

A DOUBTFUL bank-shot shall be decided against the striker.

KISS CAROM.

In playing this game the two white balls only are used. The game is played the same as the ordinary three-ball game, except the object-ball when spotted is put on the lower spot, and in order to make a carom the striker's ball must hit the object-ball, go to a cushion, and then hit the object-ball again.

PYRAMID POOL.

The game of Pyramid Fifteen-Ball Pool is played with fifteen object balls and one white ball. The latter is the cue-ball, and each player plays with it as he finds it upon the table, or from behind the string, if it be in hand. The fifteen balls are all of one color. Before commencing the game these fifteen balls are placed in the form of a triangle on the table, a triangular frame being used for this purpose to insure correctness. The triangle is so placed that the apex rests upon the deep spot pointing toward the head of the table. Each player is to pocket as many balls as he can, and he who first scores eight balls wins the game.

THE FOLLOWING RULES GOVERN THE GAME.

In match or tournament contests the GAME is BEGUN by banking. The winner of the lead has the option of playing first himself from within the string at the head of the table or obliging his opponent to play first from the same place.

NOTE.—When more than two play the order of play may be determined by lot.

The player who makes the OPENING STROKE must strike the pyramid of object-balls with sufficient force to cause two or more object-balls to strike a cushion, or to cause at least one object-ball to go into a pocket. Should the player fail to do either he must forfeit one ball to the table from his score, and the next player plays.

Should a player having NO BALLS to his CREDIT incur a forfeit, the first ball he scores thereafter shall be at once placed upon the table.

All strokes must be made with the point of the CUE; otherwise they are foul.

When two players only are engaged in the game, he who pockets or scores eight balls first is WINNER of the game. But when more than two players are engaged, the game is ended only when the number of balls remaining on the table do not amount to enough to tie or beat the next lowest score.

AFTER the OPENING STROKE, each player must either pocket a ball or make at least one object-ball or the cue-ball, after contact with an object-ball, strike a cushion, under penalty of forfeiture of one ball.

A player shall FORFEIT ONE ball for making a miss, pocketing his own ball or forcing his own ball off the table.

If a player pockets one or more of the object-balls and his own ball goes INTO A POCKET or OFF THE TABLE he cannot score.

FORFEITED OBJECT-BALLS must be placed upon the spot, or if that be occupied, as nearly below it as possible.

When the CUE-BALL is IN HAND, the player must play from within the string, and he is not entitled to play at any ball which is not outside the string. Should none of the balls be outside that ball which is nearest outside, the string must be spotted on the spot, and the player may play at it.

When the STRIKER is in HAND, should he play at any ball within the string line, or if, when in hand, he plays from any position not within the string line, without being checked previous to the stroke being made, any score he may make from such stroke he is entitled to; but if he is checked before making the stroke, and then makes it, it does not count for him; his hand is out and the next player plays, and all balls disturbed by the stroke must be replaced or left as they are at the option of the next player.

Should the striker TOUCH the CUE-BALL in any way except with the point of his cue the stroke is foul, and he forfeits one ball. Should the player disturb any object-ball, the object-ball must be replaced by the marker in its original position, and the player loses his hand and forfeits one ball.

Should the player STRIKE the CUE-BALL TWICE, it is foul, he forfeits one ball and loses his hand, and the balls (if any) disturbed in consequence of the second stroke, are to be replaced in their former position.

Should a player PLAY OUT OF his TURN, it is foul, and the balls must be replaced in their former position, and he whose turn it is to play, plays.

Should a player PLAYING OUT OF his TURN make more than one stroke before being checked, the strokes so made are fair, and he is entitled to any balls he may have made, and to continue his play until his hand is out.

Should any ball or BALLS on the table be DISTURBED by any other person or cause than the player, they must be replaced by the marker as nearly as possible in their former position, and the player must continue.

Previous to making a shot, the player must DISTINCTLY NAME the BALL which he intends to pocket, and designate the particular pocket into which he intends to put it. Should he by the same stroke POCKET other balls besides the ball he calls, he is entitled to all the balls he may so pocket. Should he fail to pocket the ball he calls, and by the same stroke pocket one or more of the other balls, the pocketed balls must be placed on the spot. Should he pocket a ball without naming or designating the pocket into which he intends to put it, the ball or balls which he may so pocket are to be spotted.

Should a player pocket a ball fairly, after having called the ball and designated the pocket, and afterwards TOUCH or DISTURB any OTHER BALL on the table, he is entitled to the pocketed ball; but he loses his hand.

PUSH SHOTS are allowed; that is, it is not necessary to withdraw the cue from the cue-ball before the latter touches an object-ball. When the cue-ball is in contact with another ball, the player may play directly on the ball with which it is in contact.

A stroke made when any of the BALLS are IN MOTION is foul. Should such a stroke be made, the balls are either to be replaced or left as they come to rest, at the option of the next player, and the next player plays. The striker loses his hand and forfeits one ball.

When two persons are playing, should a player incur THREE PENALTIES, scratches or

forfeitures, in succession, he shall forfeit every ball remaining on the table to his opponent. Should more than two persons be playing then the offending player shall be adjudged loser of the game.

No player is allowed to WITHDRAW before the game is played out; by so doing he forfeits the game.

41 (FIFTEEN BALL) POOL.

Give to each player TWO SMALL BALLS, one of which is returned to determine the ORDER OF PLAYING. The other is retained to count from; no one else knowing its number.

Each player plays in turn, one shot to an INNING, counting all the balls he may get on that shot, the number on them being added to the number of his small ball.

When exactly 41 is made, the player or game-keeper DECLARES POOL, and the player most distant from 41 is defeated.

POOL is also DECLARED when all the balls are pocketed from the table. The nearest to 41 is the winner; the most distant is the loser.

A miss, or pocketing the white ball, is a SCRATCH, and the player so doing owes a ball to the table, besides what he may have scored on that shot. If he has more than one ball in his rack, he can spot the one he prefers; if he has none, spot the first ball holed. If he pockets more than one on his next shot, he can spot the one he chooses.

Should a player get MORE THAN 41, it is a burst, and all the balls he has scored must be spotted: the last holed, the nearest in the rear of the spot and so on. In such cases he can have a new small ball if he chooses.

In PLAYING FOR SAFETY a player must cause the white ball to go to the cushion before or after hitting a ball; failing to do so is a scratch.

A player having NO BALL IN his RACK is worse off than one with a ball, regardless of its

number or the number of the small ball he may have, and a player owing a ball is still worse off. A player making a BURST and NOT DECLARING it, must be credited with no ball.

All rules governing the Game of Billiards, and not conflicting with the above, apply to this game ; push shots only excepted.

RULES FOR BOTTLE POOL.

The GAME shall be PLAYED on a pool table, with two plain red balls, a white ball called the cue-ball, and a leather bottle, such as is used for the game of pool.

The BOTTLE is placed in the centre of the table, standing on its mouth.

The TWO RED BALLS are placed on the regular spots on the table, as in billiards.

The ORDER OF PLAY shall be decided by lot.

The OPENING SHOT shall be played from within the string upon the red ball on the lower spot.

If the player FAILS to HIT the object-ball on the opening shot, the turn passes to the next, who shall play from where the ball comes to rest.

The game CONSISTS of thirty-one points, and is scored in the following manner :

A CAROM on the two red balls counts one.

POCKETING of a red ball counts one.

KNOCKING the BOTTLE down counts five, except in case explained below.

If the BOTTLE is KNOCKED DOWN by the cue-ball before hitting an object-ball it loses five for the player.

TURNING the BOTTLE completely OVER on its base is game at any stage of the play, unless on the same stroke the white ball goes into the pocket or is knocked off the table, or a foul is committed.

KNOCKING the BOTTLE on to the floor counts game for the opponent at any stage of the play.

There shall be NO SCORE placed against a player when he has no score.

POCKETING the WHITE BALL in any event, a miss or a foul, counts five off the score.

Should a player POCKET the WHITE BALL TWICE in succession, without touching either of the object-balls, he forfeits the game.

It is a foul whenever a player TOUCHES any BALL or the BOTTLE with the cue or any part of the person.

Any SCORE made ON a FOUL, or when the white ball is pocketed, shall not count in the player's favor.

When the BOTTLE is knocked down, it is to be SPOTTED, if possible, when it comes to rest on the table, otherwise it must be placed in the centre of the table.

When the BOTTLE, in any way, shape or manner, RESTS upon a CUSHION, or is in or over a pocket, it counts five for the player, and shall be placed in the centre of the table.

Whenever it is necessary to place the BOTTLE on the CENTRE SPOT, and the centre spot is COVERED, the balls are placed as in the beginning of the game, the cue-ball being in hand.

A BOTTLE standing squarely on its mouth or its base, and TOUCHING the CUSHION, is not to be considered as resting on the cushion.

When both OBJECT-BALLS are WITHIN the STRING, and the cue-ball is in hand, the play must be out of the string.

When either RED BALL is POCKETED or driven off the table, it shall be placed, if possible, on the lower spot; otherwise on the upper. Should it so happen that both spots are covered, the balls and bottle are placed as at the beginning of the game, the cue-ball being in hand.

The white ball KNOCKED OFF the TABLE counts the same as if pocketed.

A red ball KNOCKED OFF the TABLE is spotted, and if on the shot a count is made, the player continues.

It is the duty of every player to WATCH his own score, and if at any time he exceeds thirty-one points, he starts anew. His turn passes to the next player.

A FOUL to be VALID must be claimed by an opponent, and in case of disagreement it shall be subject to an appeal. A MISS renders the stroke void.

PUSH SHOTS are allowed.

It is foul if the player has not at least one FOOT ON the FLOOR in the act of striking.

TWO PENALTIES cannot be exacted for the same stroke.

When not conflicting with above, the general rules for Pyramid Pool shall govern.

HIGH LOW JACK.

This GAME is PLAYED on a pool table, with a regulation set of pool balls. The fifteen ball is HIGH; the one ball LOW; the nine ball JACK; the highest aggregate GAME High, Low, Jack and Game, each count one point to the possessor, the whole game being seven points.

The HIGH, LOW and JACK are of equal VALUE, the first holed taking precedence in making score.

In SETTING UP the TRIANGLE the three counting balls are placed in the centre, high in front.

When players have EACH ONE to GO, a ball is often placed $2\frac{1}{4}$ inches from the bottom cushion and pocketed by banking to decide the game.

Rules for pyramid, not conflicting, apply.

CONTINUOUS POOL.

This game is played with a regular set of pool balls. The game CONSISTS of a mutually agreed number of points, each ball pocketed counting one point. When all the BALLS are CLEARED from the TABLE, they are reset with the triangle, the player and play continuing without interruption until the number of points agreed upon be made by one side.

The CHOICE OF LEAD is determined by banking, the same as in the American Carom Game of Billiards.

The opening stroke is played from within the string against the pyramid of object-balls and must drive two or more to a cushion or one into a pocket; failing to do either, two points are forfeited, the balls reset and the player tries again, and until a shot is made without forfeiture.

A player continues to play until he fails to count.

After the breaking shot the players must designate the ball to be pocketed or return pocketed ball to the table and lose the inning. If more than one ball is named to count, all named must be pocketed.

If a ball OTHER THAN the ONE NAMED be hit, the player need NOT pay the forfeit for a miss.

The OBJECT-BALL when RETURNED to the table must be placed on the lower spot or as near it as possible on a straight line below.

On each stroke a player must either pocket a ball or drive one object-ball or cue-ball, after contact with an object-ball, to a cushion under a penalty of forfeiture of one point. Should the CUE-BALL ALSO be POCKETED only one point is forfeited.

ALL STROKES must be made with the POINT of the CUE.

Each ball pocketed counts one for the player.

One point is forfeited for making a miss, or forcing the striking ball off the table. Should a ball be pocketed at the same time, it is returned to the table.

The CUE-BALL, being IN HAND, the play must be at a ball outside the string line from any point behind the string. Should there be no ball outside the string the ball nearest the string is placed on the lower spot. A ball on the line is within it.

The striker touching the CUE-BALL in any way is counted a stroke and subjects the offender to all penalties attached thereto.

The player TOUCHING an OBJECT-BALL in any way, the disturbed ball shall be replaced or left and the player plays the shot or not as his adversary decides. In either case the turn is lost and no count can be made.

One point is forfeited if any BALLS are IN MOTION when a stroke is made. The turn is also lost.

The cue-ball being STRUCK TWICE, striker loses his turn and forfeits one point, the balls being replaced in their former position if desired by the opponent.

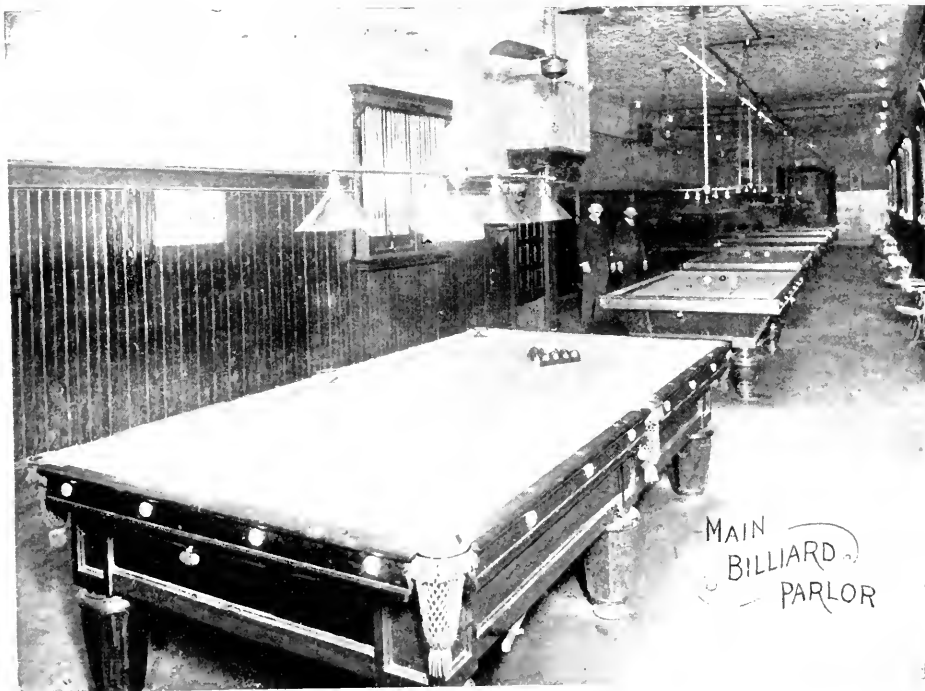
Two points are forfeited for playing OUT OF TURN if discovered before the second stroke is played. Should more than one stroke be made the player plays his innings out.

In case of OUTSIDE DISTURBANCE OF BALLS, they are replaced as near as possible to their former position.

PUSH SHOTS are allowed.

Should a player with a CUE-BALL IN HAND play from a point outside the string without being checked, the shot is good. Being warned and persisting, his turn is lost, and the balls disturbed by the stroke are replaced.

One point is forfeited when THE PLAYER'S BOTH FEET are not on the floor when striking. Should a fair shot be completed, pocketing a ball, and then the player touch or move a ball on the table, his turn is lost, but the pocketed ball is counted. A player making three forfeits in succession forfeits all the balls on the table. Withdrawal forfeits the game. A forfeiture must be counted before the next shot or not at all.



SOMERSET CLUB,

Boston, Mass.,

Feb. 7, 1899.

Messrs. Leavitt & Yatter,

DEAR SIRs:—Knowing you would be anxious to learn how our members liked your Perfection Cushion, will say it gives me great pleasure to inform you that they give perfect satisfaction in every detail. It is, without doubt, the finest cushion the club ever had.

Yours very truly,

G. G. JOYCE,

Manager Billiard Department.

Boston, Mass.,
Feb. 4, 1899.

Messrs. Leavitt & Yatter.

GENTLEMEN:—I have used your Perfection Cushion for the past two seasons, and have greatly improved my average. For elasticity, correct speed and above all its natural angles, I consider it by far the finest cushion I ever played on.

R. D. SEARS.
Boston, Mass.,
Feb. 9, 1899.

Messrs. Leavitt & Yatter.

GENTLEMEN:—I have been teaching billiards at your rooms for the past two years. On March 15, 1897, you fitted your tables with the Yatter Perfection Cushion and by your request I tested them and found the speed and angles correct. I tested the cushions after twenty-two months' use and found the speed the same as when put on.

Yours very truly,
J. B. KENDRICK.

Boston, Mass.,

February 8, 1899.

*Leavitt & Yatter,**16 City Hall Avenue, Boston, Mass.*

GENTLEMEN :—The “Yatter’s Perfection Cushion” which I have on my billiard table has given me entire satisfaction.

I have been a billiard player for nearly forty years and have never used a cushion which I like so well as yours.

Yours truly,

A. S. BIGELOW.

*Leavitt & Yatter,**Boston.*

DEAR SIR :—I consider your cushions the best I have ever played on.

Yours respectfully,

A. G. CUTLER, *Mercantile Library Ass’n.**Messrs. Leavitt & Yatter,*

Your tables have given every satisfaction and all of our members praise the “Yatter Perfection Cushion.”

A. F. ANDREWS, *Dudley Club.*

Lewiston, Me.,

Messrs. Leavitt & Yatter, Boston.

February 9, 1899.

GENTLEMEN:—The cushions which you put on our tables about two years ago have given the best of satisfaction and are apparently in as good condition as when put on and our tables are in constant use.

Truly yours,

GEORGE R. PAGE,

Vice-President Calumet Club.

NEWPORT READING ROOM.

Newport, R. I.

Leavitt & Yatter.

February 8, 1899.

GENTLEMEN:—I take great pleasure in informing you that the four tables at this Club that you equipped with your Perfection Cushion, have given entire satisfaction both to the House Committee and all the players using them. They are quick and very accurate as to angles, etc.

Respectfully yours,

N. E. DWYER, *Supt.*

Messrs. Leavitt & Yatter,

GENTLEMEN:—It gives me pleasure to give the Yatter Perfection Cushion all the credit possible. I consider them perfect from the fact that they are quick and the angles are easy and correct. I speak from an experience of about two years.

Yours very respectfully,

G. H. CUSHMAN,

Lynn, Mass.

Messrs. Leavitt & Yatter.

Your "Yatter Perfection Cushion" far excels any other I have ever played on.

FRED FAMES,

Champion of New England.

Messrs. Leavitt & Yatter.

I consider your "Yatter Perfection Cushion" by far the best I ever played on. For resiliency and accuracy it is without an equal.

CHARLES THRESHIE,

One of our Leading Amateurs.

OUR "YATTER PERFECTION CUSHIONS"

Are in use in the following Homes and Clubs.

PRIVATE HOUSES.

Mr. A. P. Gardner, Hambilton, Mass.
Mr. J. A. St. John, Boston, Mass.
Dr. J. Frank Perry, Ashmont, Mass.
Mr. G. M. Endicott, Canton, Mass.
Mr. R. S. Bradley, Beverly, Mass.
Mr. Gorham Hubbard, Boston, Mass.
Mr. George J. Raymond, N. Cambridge.
Mass.
Mr. F. H. Mills, Ashmont, Mass.
Mr. John Cartor, Newtonville, Mass.
Mr. H. B. Boyer, North Cambridge, Mass.
Mr. Guy Norman, Boston, Mass.

CLUB HOUSES.

Monroe Club, Boston, Mass.
Newport Business Men's Association, Newport, R. I.
Woonsocket Business Men's Club, Woonsocket, R. I.
Geo. O. Snow's Business Men's Club, Brunswick, Me.
Malden Club, Malden, Mass.
Monadnock Cycle Club, Keene, N. H.
Guards' Club, Nashua, N. H.
Newton Club, Newtonville, Mass.
Oxford Club, Lynn, Mass.
Arlington Boat Club, Arlington, Mass.
Glendon Club, Everett, Mass.
Portland Bicycle Club, Portland, Me.
A. D. Club, Cambridge, Mass.
Citizens Trade Association, Cambridge, Mass.
Stoneham Athletic Club.
Highland Club, Melrose.
Highland Club, West Roxbury.
Howard Club, Brockton.
Commonwealth Club, Worcester.



